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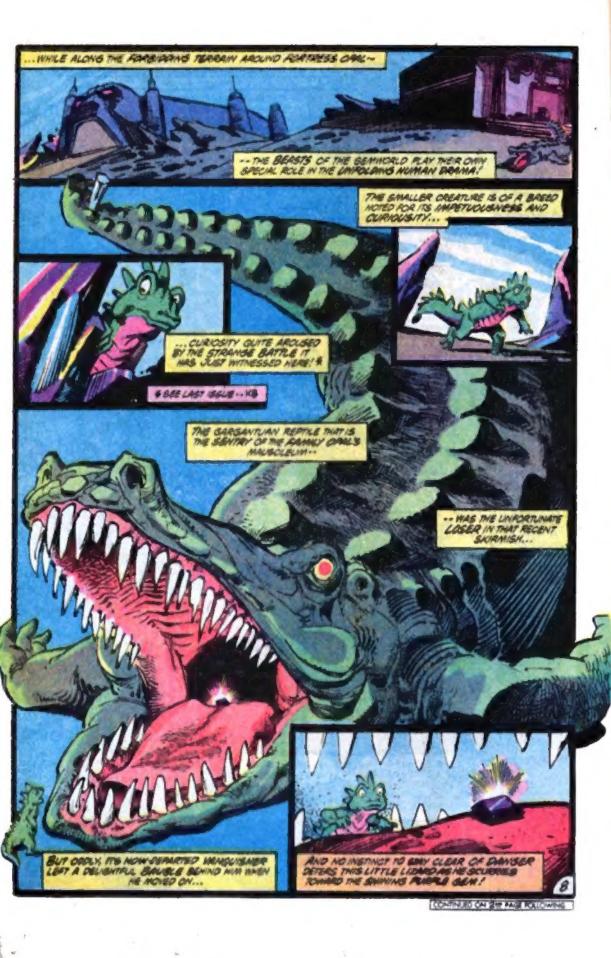














































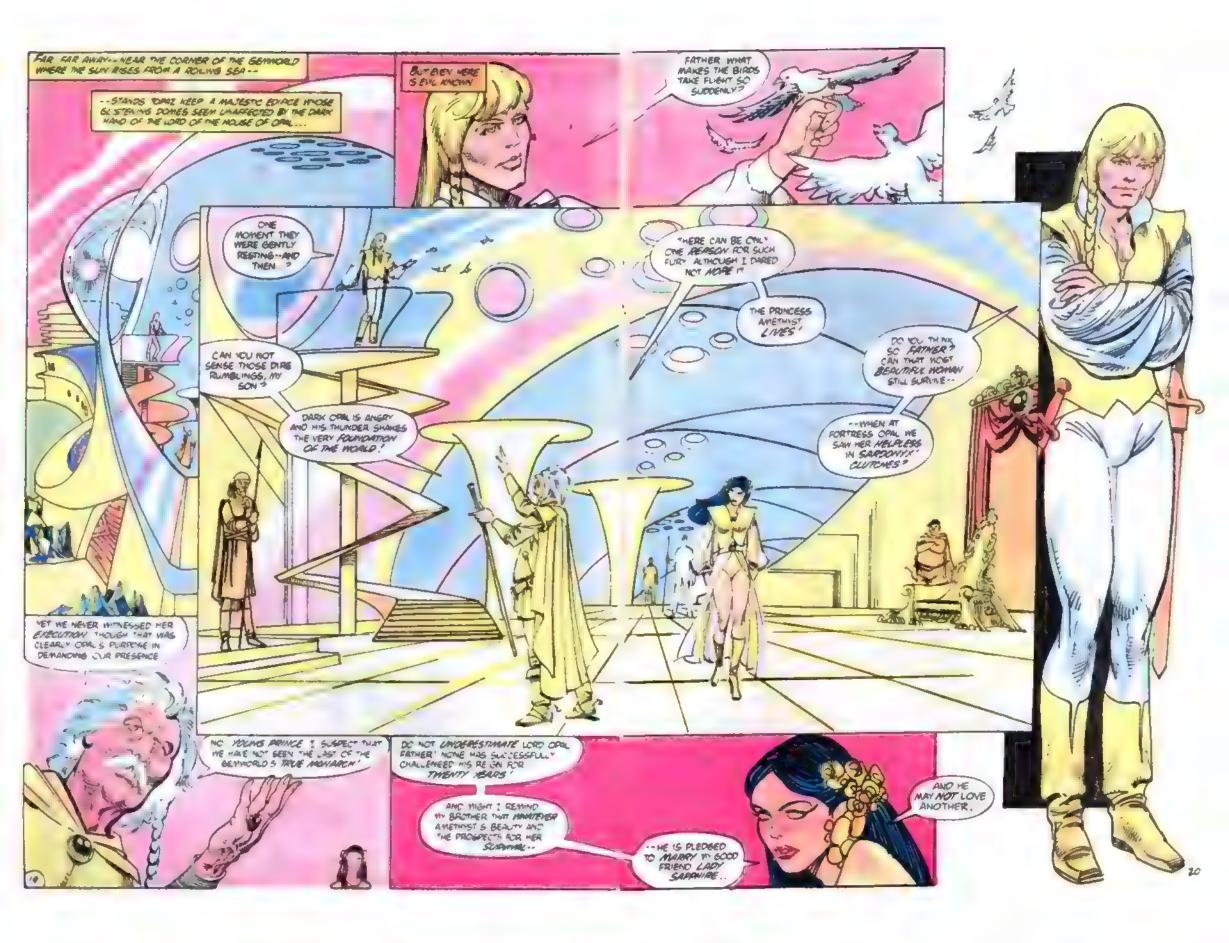
















I gotta tell you something . . . I'm havin' fun! Really! I mean how many grown-ups get to live out their childhood fantasies-and get paid for it? Not to mention, how many people can honestly claim to be having fun after working at the same job for thirty years? Only weirdos. So I'm a weirdo. But if you think I'm weird, you should see Mary Wolfman jumpin' up 'n' down like some kinda nuti "Hey Mary, what's happening? How come you jumpin' up 'n' down like some kinda nut?" "I'm happy is all! Paul (Levitz) just told me DC just signed the contracts that give us the comic book rights to Stor Trek." "Yeah, so . . .?" "So we're gonna do a monthly comic and a special comic adaptation of Star Trek III"! And best of all I'm the Editor and Marty (Pasko) and Mike (Barr) are going to write the ecripts for me." "Big deal. Another 'Trekkie' gone sonkers.

On the other hand, I'm weird for Ster Trek myself, can't wait for the first issue. Wonder who's going to draw it? I'll ask Marv . . . "Hey, Marv! Merv! . . . "Too late. He beamed himself home.

Talking of contracts, we just completed aegotiations with Charlton Comice which gives us the rights to most of their "Action Heroes"! At least that's what I called them when I created the line during my stint as Charlton's Executive Editor back in the sixties. I don't know how many of you go back that far but I was there when each of these characters was created. Heck. I was part of the creative process. I remember the energy and the fun of working with so many talented people to produce the likes of; Captain Atom, Blue Beetle, omaster, The Question, Sarge Steel, Peacemaker, Son of Vulcan.

Anyway, these characters were the foundation of a very exciting, creative and formative time in my professional life and it's a big kick to have them back. Whatever we decide to do with these titles (our plans are tentative at this writing), I'm sure you'll enjoy them as much as I have.

Incidentally, if you have any ideas about DC's future use of these titles. I'm willing to listen. My only thought at this time is to use the original creative teams wherever possible. Nostaigia? Maybe. But Steve Ditke drawing Blue Beetle could be just as exciting as it was once upon a time ... Boy, that's a lot to look forward to



Onward

Did you know that, 1. I goofed in last month's column. I watch "Nightwatch" in the early morning hours, net "Nightline". No such animal. You may not care but I suppose CBS does. 2. I goofed several columns ago in announcing the Maggin/Toth/Austin Superman-

Batman Team-up would appear in the DC Comies Presents Annuel.
It's in the Supermen Annuel.
3. Weirdos tend to goof a lot.

3. Weirdos tend to goof a lot.
4. We're planning a reprint
line that I'm excited about!
Generally, I think of reprints as
being in a class with kissing your
sister; something that one does
out of obligation. Not these
reprints! More on them in a future
column. The business-types
around here get nervous when I
start gushing prematurely about
pet projects.
Noteworthy

We've just changed the format of the "Superman" Sunday page. Distributed by The Tribune

Company Syndicate, Inc., the new Superman Sunday is designed to expand readership beyond the traditional adventure lans to include the general Sunday-Funnies audience. Parents, as well as boys and girls, are invited to participate in an exciting series of puzzles and mases; Superman Trivia; a reader write-in "Ask Superman" column and even nostalgia, via a feature that looks at Superman art of the past.

The Sunday 'Supes' Special is written-by DC staffer Bob Rozakis and beautifully drawn by Jose Delbo and Sal Trapani (who also do a smoshing job on the six-day a week dailies which are written by Paul Kupperberg). The new Sunday page has picked up many new papers, including the New York Sunday News . Dailies and the Sunday don't necessarily appear in the same papers and if one or both doesn't appear in our local paper, it may be because you haven't hounded the paper's Editor. While you think of it, why don't you drop him a note and "ask for it by name"?



"Thriller" is coming! First real outing for relative newcomer Robert Loren Fleming and obviously a labor of love for artist Trevor Von Eeden. If you want an exciting change of pace in comic reading, this is the one to try in '83! Non-returnable outlets only, we'll be on sale with "Thriller" late in the year, Look for it.

Thank you and Good afternoon



DC staifers and free-lancers alike were shocked and saddened to learn of the death of Frank Chiaramonte on January 28th. He died of cancer at age 40. DC and Marvel ians knew Frank best for his work as an inker, notably on Curt Swan's Supermen pencils and Mike Ploog's Werswelf By Night. Most fans were less aware of his work on P.S. magazine, an illustrated monthly maintenance manual for the army which he did regularly since coming to this country from Cuba in 1967.

Frank brought a high level of professionalism, skill and dedication to his work and he was a quiet, yet personable, gentle man. He will be missed by those who knew and worked with him.

















His is truly one of the unoung meeters of the field and with his augusticke work on AMETHYST, his true gift will be evident to all. Must menth the always articulate artist himself promises to tell us a little bit more about the mystery behind the men.

Dear Keren:

I'll try to keep this short, for a change.

I was more fortunate than most to have been able to get a small preview xerox copies of the first page or two of AMETHYST. So I shought I had a fairly good idea of what to expect, I was wrong.

I expected Dark Opal to be the good guy (there was no script in these seroxes). I was wrong, I expected then, that Carnelian was going to be the good guy. I was probably wrong, although it's possible he might yet turn out to be one of the good guys Doubtful, but possible. It would sure take a few people by surprise, I'll bet.

Amethyst, as it turns out is apparently an adopted princess. The last page really shocked me. (a hard thing to do) No wonder she had to be adopted, it seems she is anything, but a native of the Gernworld. Is she really just dreaming these adventures in a realm which actually becomes a physical reality when she sleeps? If so, how many others know of this? Obviously not her parents. Dark. Opal on the other hand knows of her appearances, and disappearances to the Gernworld. But how much more does he know about those reappearances?

Carnelian is also apparently only adopted. Is there a connection between him and Amethyst? If the adventures really take place in a real drammworld of some sort or other, ebuild it be that Carnelian and Amethyst are really brother and sister, or maybe neighbors, who are transported to the same world when they sleep, only to find themselves enemies, or alies on a much larger scale than when they are "awake"?

Just guess work at this point, but fun nonetheless. The story so far seems to be throwing unexpected curve after curve. Nothing, it seems, is to be taken for granted.

> Thanks. Wm. Decker 1114 Water

Eaton Repide, Mich. 48827

You can't expect me to answer all your questions, without giving everything away, William, but I will say that the Germonid is an actual place for Arry Winston, not a drawnworld, as you suggest. It's enother dimension, anotherworld, a unique world inhabited by magical people, dragons, matesters, feiries, unicorns... all having their own mystical and favosful powers. The origin of this jeweled realm will be revealed in upcoming issues, and it is fascinating, but until then, my lips are sealed.

Dear Editor:

The first issue of AMETHYST provided a refreshing journey into fantasy and imagination reminiscent of the beautiful isodecapes created by C.S. Lewis and Lewis Carroll (Amy seems like a modern-day Alice). I was anticipating a top-notch tale of immigue and adventure in a strange, colorful new world—I was certainly not disappointed!

Writers Mishkin and Cohn provided emple details and

Writers Mishkin and Cohn provided emple details and explanations of conditions and events in the ptot, portraying Amy as a genuine 13 year old with an emotional and intellectual make-up appropriate for her age. Her parents were also presented realistically. The Germworld characters seemed interesting, compelling and rightfully frightening.

In the final assessment of this issue, you have given us readers a thoughtful, suspenseful, well-developed story of fentesy and adventure with much potential for expension of themes, bound to be a thoroughly successful and satisfying series!

Sincerely, David Mercury Taledo, OH

Thanks, David, I'm glad you enjoyed AMETHYST #1 as much and I'll personally guarantee that the best is yet to come! They don't call me the iron butterfly for nothing!

Dear Sen.

AMETHYST is one of the best comics DC has put out. My husband plays Dungeons and Dragons, but I can't stand the game. Your new comic tells of different worlds and helps me understand the game my husband likes so well. I picked up the comic in the store one day just out of curiosity because my birshetone is the gam, amethyst. The characters in this comic are so human-like in personality that it gives the old fight against good and evil a new twist. I am looking forward to the next eleven issues and hope there might be more to come. Keep up the good work, Cary and Dan.

Sincerely, a fan. Tamra Ashelton 85118 2360 W Apt 1 Roy, VT 84067

Dear Purple Prose.

I really enjoyed your first issue of AMETHYST because I'm a thirteen year old boy and I like stories about kids my age, especially fantasy. I only have one question to ask, after your twelfth issue of AMETHYST is published will there be more and if there will be more, will Amy Winston's perents ever find out about her Genworld magic?

.....

Your ardent fan, Dan Tollver 178 S. Floride Street

Buckhannon, West Vs. 26201 P.S. How far are Castle Amethyst and Fortress Opel from each other?

The chances of releasing a second maxi-series of AMETHYST are very good. Dan, because of the overwhelmingly positive responses the book has been getting. It is too soon to know for sure, though, but as soon as we do find out some news, we'll be sure to let you know! And in answer to your other questions... Castle Amethyst and Fortress Opel are millions upon millions of gemetones apart and Herb and Marion Winston find out their daughter is a princess with magical powers —next issue. Don't miss it!

Dear Karen:

hight had fallen. The living room lamp, the only source of illumination in the spersely-furnished apartment, burned intensely, desperately battling the enfolding darkness and casting bizerre shedows into the corners of the room. The burly, solitary figure huddled close to the lemp, all the better to examine the reading material clusched in his trembling hands. Against the strains of Alan Parsons Project and smidst the shadow creatures, the tale of Amethyst, Princess of Gem World, unfolded before his very eyes, regaling his sensibilities. striking deep within him to pull forth an appreciation for comic liserature he had thought long deed. Awed, amazed, satisfied, the reader was shaking and speechless upon completion of the four-color magazine. So moved, he sat and attempted to gain control of the thoughts, images and emotions buzzing around the now-brighter room. Strangely, the shedow creatures had been replaced by awardsmen and sorcerers, mechanical case and strange horses, and, most of all, by a beautiful, magical princess! "I know what I must do," he exclaimed, rushing to his typewriter. "I must sit down and write "Purple Prose" to tell these people how I have been moved!" And, so I did. but I think it game out sort of lavender!

> Truly appreciative, Mike Christiansen 704 So. Third Street Rockford, IL 61108

And on that pressic rists we'll be signing off for now. See you next month for lots of adventure, action and amazement!

Karen